

AMENDMENTS TO THE CLAIMS

Please cancel claims 33-38 and 45-47. All pending claims are reproduced below.

1 1. (Original) A user interface for a device including a display, for
2 manipulating an object displayed on the display, the device executing program
3 instructions for providing the user interface, the user interface comprising:
4 a displayed representation of the object; and
5 a control region surrounding the displayed representation of the object
6 and comprising a plurality of zones for accepting object
7 manipulation commands via an input device and via at least two
8 modes of user input.

1 2. (Original) The user interface of claim 1, further comprising an input
2 device for accepting user input in the zones.

1 3. (Original) The user interface of claim 2, wherein the input device
2 comprises at least one selected from the group consisting of:
3 a tablet for detecting a stylus position;
4 a mouse;
5 a touchpad;
6 a pointing device;
7 a touch-sensitive screen;
8 a keyboard;
9 a microphone for accepting voice input; and
10 a remote controller.

1 4. (Original) The user interface of claim 1, wherein the input device
2 comprises a keyboard including keys corresponding to the zones.

1 5. (Original) The user interface of claim 1, wherein the input device
2 comprises a keyboard, and wherein standard keys on the keyboard are
3 selectively assigned to zones.

1 6. (Original) The user interface of claim 1, wherein the input device
2 comprises a keyboard including additional keys corresponding to the zones.

1 7. (Original) The user interface of claim 1, wherein the zones are
2 arranged in a grid.

1 8. (Original) The user interface of claim 1, wherein the zones are
2 arranged in a matrix comprising rows of cells, and wherein the object
3 representation is located within a cell of the matrix.

1 9. (Original) The user interface of claim 1, wherein the zones are
2 arranged in a matrix comprising three rows of three cells each, and wherein the
3 object representation is located in the center cell of the center row.

1 10. (Original) The user interface of claim 1, wherein the user input modes
2 comprise at least two selected from the group consisting of:

3 an activation command;

4 an activation command concurrent with a modifier key;

5 voice input;

6 keyboard input;

7 remote controller input;

8 mouse input;
9 stroke input; and
10 menu command selection.

1 11. (Original) The user interface of claim 1, further comprising:
2 a menu activatable by performing a menu activation command for a zone,
3 the menu comprising commands, wherein the menu is displayed in
4 proximity to the zone upon activation.

1 12. (Original) The user interface of claim 11, wherein at least one of the
2 menu commands is also directly activatable by at least one of stroking, pressing a
3 button, or double-clicking within the zone.

1 13. (Original) The user interface of claim 11, wherein performing the
2 menu activation command comprises positioning an on-screen cursor within the
3 zone and pressing a button.

1 14. (Original) The user interface of claim 11, wherein performing the
2 menu activation command comprises issuing a voice command.

1 15. (Original) The user interface of claim 11, wherein the menu includes,
2 for at least one command, an icon indicating a stroke direction for directly
3 activating the command.

1 16. (Original) The user interface of claim 11, wherein a stroke command
2 for a zone is activatable by positioning an on-screen cursor within the zone and
3 stroking the cursor.

1 17. (Original) A computer-implemented method for manipulating an
2 object, comprising:
3 displaying a representation of the object;
4 displaying a control region surrounding the object and comprising a
5 plurality of zones for accepting object manipulation commands on
6 the object via at least two modes of user input;
7 receiving user input in one of the zones; and
8 responsive to the user input, changing a characteristic of the object.

1 18. (Original) The method of claim 17, wherein each mode of user input
2 comprises one selected from the group consisting of:
3 stylus position input;
4 mouse input;
5 touchpad input;
6 pointing device input;
7 touch-sensitive screen input;
8 keyboard input;
9 voice input; and
10 remote controller input.

1 19. (Original) The method of claim 17, wherein one mode of user input
2 comprises receiving keyboard input from a keyboard including keys
3 corresponding to the zones.

1 20. (Original) The method of claim 17, wherein one mode of user input
2 comprises receiving keyboard input from a keyboard having standard keys on
3 the keyboard selectively assigned to zones.

1 21. (Original) The method of claim 17, wherein one mode of user input
2 comprises receiving keyboard input from a keyboard including additional keys
3 corresponding to the zones.

1 22. (Original) The method of claim 17, wherein the zones are arranged in
2 a grid.

1 23. (Original) The method of claim 17, wherein the zones are arranged in
2 a matrix comprising rows of cells, and wherein the object representation is
3 located within a cell of the matrix.

1 24. (Original) The method of claim 17, wherein the zones are arranged in
2 a matrix comprising three rows of three cells each, and wherein the object
3 representation is located in the center cell of the center row.

1 25. (Original) The method of claim 17, further comprising:
2 responsive to a menu activation command, displaying a menu for a zone,
3 the menu comprising commands, wherein the menu is displayed in
4 proximity to the zone upon activation;

1 26. (Original) The method of claim 25, wherein at least one of the menu
2 commands is also directly activatable by at least one of stroking, pressing a
3 button, or double-clicking within the zone.

1 27. (Original) The method of claim 25, wherein the menu activation
2 command comprises positioning an on-screen cursor within the zone and
3 pressing a button.

1 28. (Original) The method of claim 25, wherein the menu activation
2 command comprises a voice command.

1 29. (Original) The method of claim 25, wherein the menu includes, for at
2 least one command, an icon indicating a stroke direction for directly activating
3 the command.

1 30. (Original) The method of claim 25, wherein the menu indicates a
2 double-click command for direct activation of each directly activatable
3 command.

1 31. (Original) The method of claim 25, wherein a stroke command for a
2 zone is activatable by positioning an on-screen cursor within the zone and
3 stroking the cursor.

1 32. (Original) The method of claim 25, wherein a double-click command
2 for a zone is activatable by positioning an on-screen cursor within the zone and
3 double-clicking.

1 33. (Cancel)

1 34. (Cancel)

1 35. (Cancel)

1 36. (Cancel)

1 37. (Cancel)

1 38. (Cancel)

1 39. (Original) A computer program product for manipulating an object,
2 comprising:

3 a computer-readable medium; and

4 computer program code, encoded on the medium, for:

5 displaying a representation of the object;

6 displaying a control region surrounding the object and

7 comprising a plurality of zones for accepting object

8 manipulation commands on the object via at least two

9 modes of user input;

10 receiving user input in one of the zones; and

11 responsive to the user input, changing a characteristic of the

12 object.

1 40. (Original) The computer program product of claim 39, wherein each
2 mode of user input comprises one selected from the group consisting of:

3 stylus position input;

4 mouse input;

5 touchpad input;

6 pointing device input;

7 touch-sensitive screen input;

8 keyboard input;

9 voice input; and

10 remote controller input.

1 41. (Original) The computer program product of claim 39, wherein one
2 mode of user input comprises receiving keyboard input from a keyboard
3 including keys corresponding to the zones.

1 42. (Original) The computer program product of claim 39, further
2 comprising computer program code for:
3 responsive to a menu activation command, displaying a menu for a zone,
4 the menu comprising commands, wherein the menu is displayed in
5 proximity to the zone upon activation;

1 43. (Original) The computer program product of claim 42, wherein at
2 least one of the menu commands is also directly activatable by at least one of
3 stroking, pressing a button, or double-clicking within the zone.

1 44. (Original) The computer program product of claim 42, wherein the
2 menu includes, for at least one command, an icon indicating a stroke direction
3 for directly activating the command.

1 45. (Cancel)

1 46. (Cancel)

1 47. (Cancel)

1 48. (Original) A system for manipulating an object displayed on a
2 display, comprising:
3 a display, for displaying a representation of the object and for displaying a
4 control region surrounding the displayed representation of the
5 object and comprising a plurality of zones for accepting object

6 manipulation commands via an input device and via at least two
7 modes of user input;
8 an input device for accepting user input in the zones; and
9 a processor, coupled to the display and to the input device, for executing
10 an object manipulation command in response to the user input.

1 49. (Original) The system of claim 48, wherein the input device comprises
2 at least one selected from the group consisting of:
3 a tablet for detecting a stylus position;
4 a mouse;
5 a touchpad;
6 a pointing device;
7 a touch-sensitive screen;
8 a keyboard;
9 a microphone for accepting voice input; and
10 a remote controller.

1 50. (Original) The system of claim 48, wherein the input device comprises
2 a keyboard including keys corresponding to the zones.

1 51. (Original) The system of claim 48, wherein the input device comprises
2 a keyboard, and wherein standard keys on the keyboard are selectively assigned
3 to zones.

1 52. (Original) The system of claim 48, wherein the input device comprises
2 a keyboard including additional keys corresponding to the zones.

1 53. (Original) The system of claim 48, wherein the zones are arranged in a
2 grid.

1 54. (Original) The system of claim 48, wherein the zones are arranged in a
2 matrix comprising rows of cells, and wherein the object representation is located
3 within a cell of the matrix.

1 55. (Original) The system of claim 48, wherein the zones are arranged in a
2 matrix comprising three rows of three cells each, and wherein the object
3 representation is located in the center cell of the center row.

1 56. (Original) The system of claim 48, wherein the user input modes
2 comprise at least two selected from the group consisting of:
3 an activation command;
4 an activation command concurrent with a modifier key;
5 voice input;
6 keyboard input;
7 remote controller input;
8 mouse input;
9 stroke input; and
10 menu command selection.

1 57. (Original) The system of claim 48, wherein, responsive to the input
2 device receiving a menu activation command for a zone, the display further
3 displays, in proximity to the zone upon activation, a menu comprising
4 commands.

1 58. (Original) The system of claim 57, wherein at least one of the menu
2 commands is also directly activatable by at least one of stroking, pressing a
3 button, or double-clicking within the zone.

1 59. (Original) The system of claim 57, wherein the menu includes, for at
2 least one command, an icon indicating a stroke direction for directly activating
3 the command.

4 60. (Original) The system of claim 57, wherein a stroke command for a zone
5 is activatable by positioning an on-screen cursor within the zone and stroking the
6 cursor.